SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

Instruction Manual

Congratulations on your purchase of Sega Game Gear!

In order to use all of the Sega Game Gear functions properly and safely, please read this instruction manual carefully before using your unit.

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

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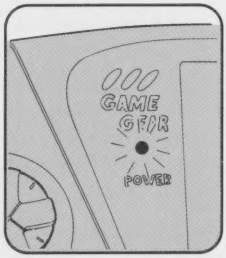
All Kinds of Power Sources!

- First, you'll want to use new AA batteries. (The average battery life of alkaline batteries is approximately 4–5 hours.)
- If you want to save money on batteries, try the Sega Rechargeable Battery Pack (sold separately).
- For playing at home, try the Game Gear AC Adaptor (sold separately). (The Master System and Master System II adaptors are NOT compatible with the Game Gear system.)
- To play in a car, use the Game Gear Car Adaptor (sold separately).

Nomenclature and Operation

Front:



Power Light (POWER)

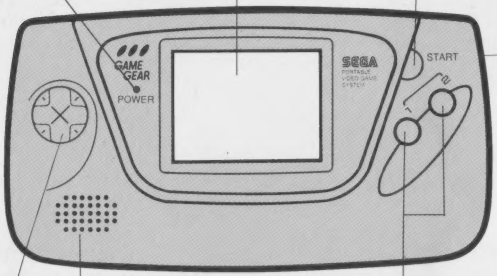
This light shines when the Game Gear power switch is on. When the light begins to flash, it means the batteries are running low. Change batteries immediately when this happens.

Color LCD TV Display

This is the game screen.

Start Button (START)

Press to start game.



Speaker

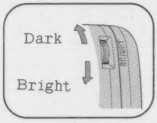
A high-quality mini-speaker is inside.

Buttons 1 & 2

Use for game play.

Directional Button

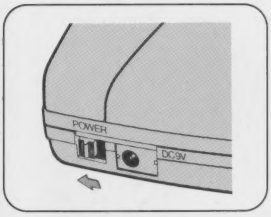
Use for game play.

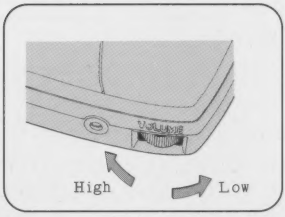


Brightness Control (BRIGHT)

Use to adjust the brightness of the LCD screen.

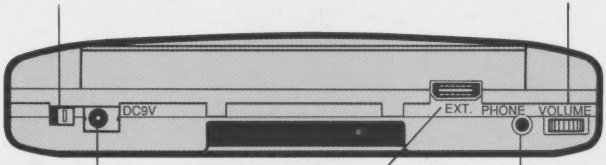
Top View:





Power Switch (POWER)
Slide left to turn on power.

Volume Control (VOLUME)
Turn left to increase volume.

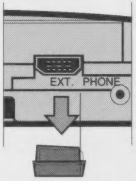


Power Input Jack (DC 9V)
Input for the AC Adaptor, Rechargeable Battery Pack, Car Adaptor, or other outside power source.

Gear-to-Gear Cable™ Input (EXT.)
To play multi-player games using more than one Game Gear system, plug in the Gear-to-Gear Cable here. (Optional accessory)

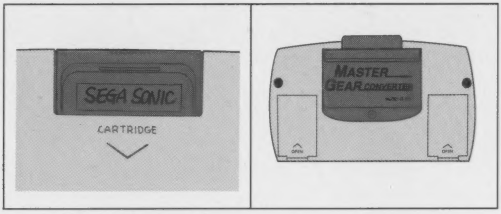
Headphone Jack (PHONE)
Plug in any set of normal headphones for private play. (No sound comes through the speaker if you are using headphones.)

Gear-to-Gear Cable Input Jack Cover
Be sure to remove the Cover when you use the Gear-to-Gear Cable.



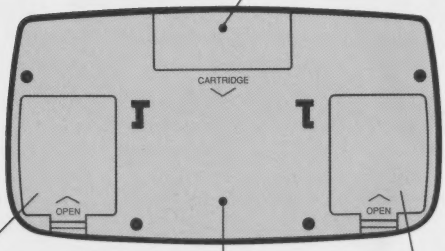
Look for the Gear-to-Gear symbol on software packages for 2-player simultaneous play.

Back View:



Cartridge Slot (CARTRIDGE)

Insert game cartridges and Master Gear Converter in this slot.



Battery Compartment Cover

Open to replace batteries (see page 9).

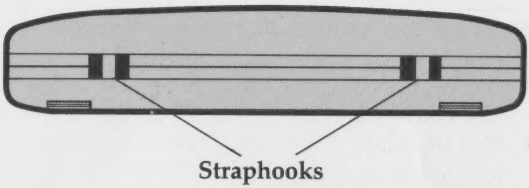
Accessory Screwhole

This is for accessory equipment such as the Master Gear Converter and other accessories which may become available in the future.

Battery Compartment Cover

Open to replace batteries (see page 9).

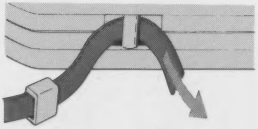
Bottom View:



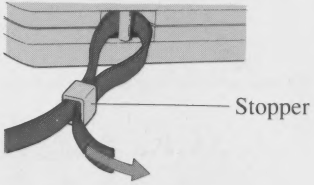
Use this when you want to take your Game Gear outside. It's an easy and safe way to travel with your Game Gear.

How to Put on the Wrist Strap

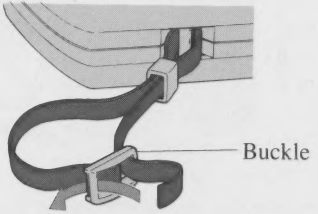
1. Put the strap through the straphook.



2. Bring it through the stopper.



3. Finally, loop it through the buckle.



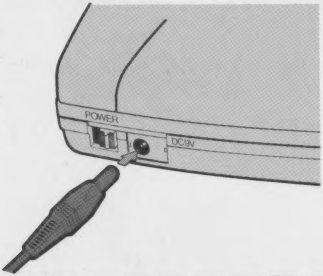
How to Use the Game Gear

The Game Gear can operate using either 6 AA batteries or an outside power source. (See options below.)

Batteries can be inserted into the battery compartment on the back of the Game Gear. (The life of alkaline batteries is approximately 4–5 hours.)

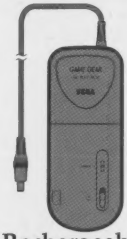
Plug outside power sources into the power input jack.

You may use an outside power source even if you have batteries inside the Game Gear. The batteries will not run down.

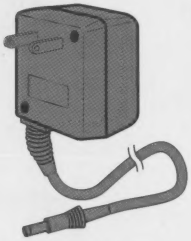


Power Input Jack

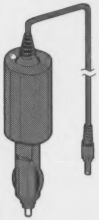
Note: Use only authorized Game Gear accessories or you will damage your Game Gear.



Rechargeable Battery Pack



AC Adaptor

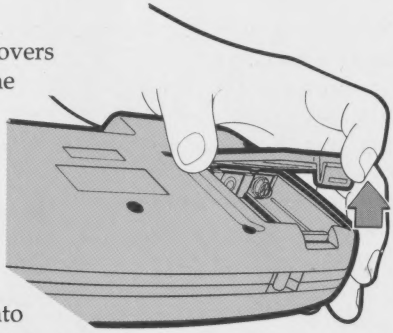


Car Adaptor

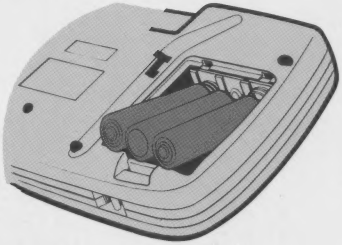
Inserting Batteries

Please follow this procedure for inserting batteries.

1. Remove both battery covers on the back of the Game Gear.



2. Insert 3 AA batteries into each battery compartment, making sure the + and – are lined up correctly.



3. Replace the battery compartment covers.

* When changing the batteries, please be sure to change all six of them at once.

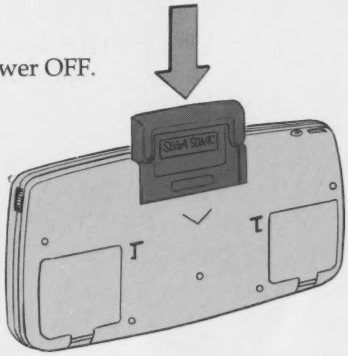
Inserting a Cartridge

Whenever you insert or remove a cartridge, be sure the power is switched OFF.

Sega Cartridge

1. Switch the Game Gear power OFF.

2. Make sure the cartridge label is facing the back of the Game Gear, then insert the cartridge straight in.



3. Use your fingers to remove the cartridge, pulling it straight out.

* When playing a multi-player game with the Gear-to-Gear Cable, insert the cartridge and connect the cable before turning the power switch ON. The Game Gear systems must be turned on simultaneously in order to play with the Gear-to-Gear Cable.

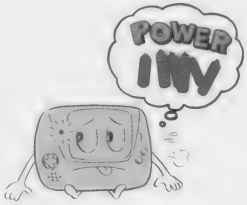
Proper Care of the Game Gear

The Game Gear is a precision electronic instrument, so when you use it please be aware of the points below.

1. Before inserting or removing a game cartridge or Master Gear Converter, be sure that the power is switched OFF.

2. Be sure to use AA alkaline batteries with the Game Gear. Operating the Game Gear with weak batteries can be bad for it, so please replace batteries immediately when they run low.

* Be sure to replace all six batteries at once when you change batteries, and be sure you replace them with the same type of battery.

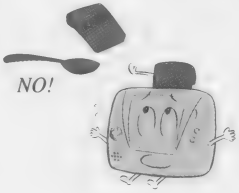


3. Make sure that any accessories you use are compatible with the Game Gear.

Compatible!

4. Never put anything except Game Gear cartridges or Master Gear Converter in the cartridge slot.

5. Don't try to take apart, reassemble, or alter the Game Gear or its



accessories. It's dangerous, and may damage your unit.

6. Don't touch or put anything in the slots of the cartridge or Game Gear. If you want to keep the slot safe and clean, keep a software cartridge in the Game Gear even when you are not playing.

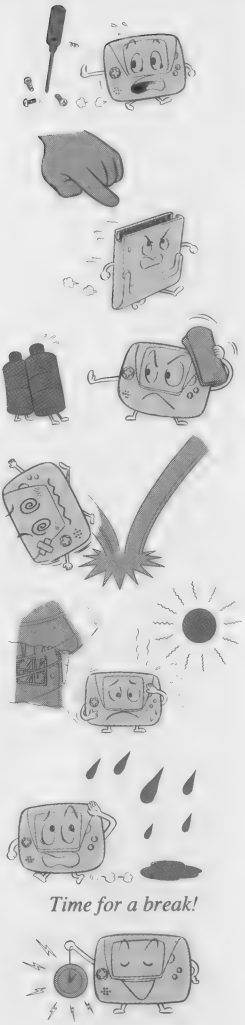
7. Never try to clean your Game Gear with any soap or chemicals. Clean it only with a soft, dry cloth.

8. Don't drop your Game Gear or give it any large shocks. Be especially careful with the video display.

9. Avoid extremes of temperature. If this happens, the display response may become slow or the screen display may not have enough light. High heat can damage the liquid crystal, so don't leave it unattended in a hot car or in direct sunlight for long periods of time.

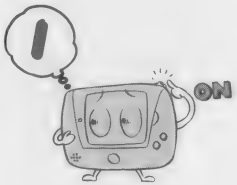
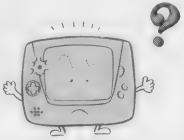
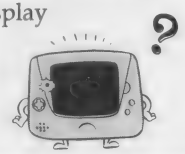
10. Keep your Game Gear away from water or any kind of moisture.

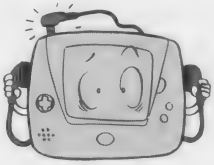
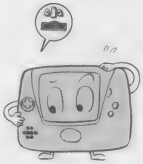
11. Playing for long periods of time may make your eyes tired. Take a twenty minute rest whenever you play for more than an hour.



Time for a break!

Troubleshooting Chart

Symptom	Cause & Remedy
You insert a cartridge and switch the power ON, but the power light doesn't come on. 	Power not set correctly. ☛ Set the power source correctly.
	Out of power. ☛ Replace power source.
	Outside power source doesn't work. ☛ Make sure it's plugged in correctly, and is compatible.
The power light comes on, but the screen is white and doesn't show anything. 	Cartridge not inserted correctly. ☛ Turn power OFF and insert again.
	Screen setting is too light. ☛ Adjust brightness level.
The power light comes on, but the screen is black and doesn't display anything. 	Screen setting is too dark. ☛ Adjust brightness level.

Symptom	Cause & Remedy
Picture is scrambled. Picture is full of vertical interference or horizontal lines.	Interference from another TV or radio. ☛ Play away from the source of interference.
No sound from headphones. 	Headphone plug not completely inserted into headphone jack. ☛ Insert headphone plug firmly into jack.
	Volume is set too low. ☛ Reset volume.
No sound from speaker. 	Headphones are inserted. ☛ Remove headphone plug from headphone jack.
	Volume is set too low. ☛ Reset volume.

- If following the procedures above still does not solve your problem, contact the Sega Consumer Service Department at: **1-800-USA-SEGA**.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Game Gear System and all component parts shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective system or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. Additionally, this warranty shall not be valid if the serial number of the Game Gear System unit has been altered, defaced, or removed in any way.

To receive warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

Our Consumer Service Department is in operation seven days a week. DO NOT RETURN YOUR SEGA GAME GEAR SYSTEM TO YOUR RETAIL SELLER. Return the system to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective system to us. The cost of returning the system to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Game Gear System requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you choose to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your system cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Compliance With FCC Regulations

The Sega Game Gear has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The Sega Game Gear generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If the Sega Game Gear does cause harmful interference to radio or television reception, which can be determined by turning the Sega Game Gear off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.

- Increase the separation between the Sega Game Gear and the receiver.

- Plug the Sega Game Gear into an outlet on a circuit different from that to which the receiver is connected.

- Consult the dealer or an experienced radio/TV technician for help.

MEMO

SEGA™

Patents:
U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276;
Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

We use recycled paper.
Wir verwenden Recyclingpapier.
Nous utilisons du papier recyclé.
Usamos papel reciclado.
Utilizziamo carta riciclata.
Wij gebruiken kringlooppapier.
Vi använder returpapper.
Käytämme palautettavaa paperia.

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